Joshua Jackson

Title Page

Introduction

* 3-4 pages (around 7.5% of the overall report)
* Most likely write this at the end when have a clear picture of the project
* What is the game?
  + What is the main gameplay the user will experience?
  + Provide screenshot[s] when referring to something within the game.
* What inspired the game idea?
* Why this project was undertaken?
  + Mainly to develop my own skill.
    - Specify the areas that should be improved as a result of this project
  + These games are usually made as downloadable games (either mobile or desktop etc) – [Reference examples] but this project is a fully fledged cross platform web game that can be played on any device with a browser, no need for a download. More accessible. (Reuse some points made within the first deliverable where applicable)

Analysis of Requirements

* What were the major components of the project
  + Use the Aims/Objectives listed in the initial project contract alongside the actual finished project to see what the major components of the project were.
  + Highlight the most important components
  + Both Development and Project Management?
* Research undertaken in the first deliverable as part of the literature review would go here?

Design

* Talk about any design decisions both in a literal sense (user interface) but also the “design” of the architecture being used throughout the entire project (split up into sections where possible)
  + Make sure to discuss alternative design decisions where appropriate
  + Use diagrams/screenshots or code snippets to illustrate significant points.
* Discuss any new concepts learned as part of my research for this project.

Implementation

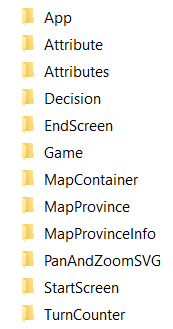
* Overview of the implementation

**Core Gameplay Mechanics**

* Talk about the core gameplay mechanics/functionality, not mentioning specific components (listed below).

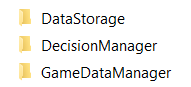
**Functionality and User Interface** (what I refer to as the “frontend ” essentially what the user interacts with)

* This is largely intertwined with the user interface as everything is split up into components. Maybe I can have a subheading for each major component. (see screenshot – not including component that haven’t been created yet.)



**Logic** (what I refer to as a the “backend”)

* This will be the bits that connect the components (listed above) and also the larger “systems” and “interfaces”
* This will also be where I would talk about stuff like Fuzzy Logic and how it relates to the gameplay specifically as well as more of a overview of the technique[s] used.



* Discussion around the main problems I encountered whilst implementing the project and how I solved them, or *why* I couldn’t.
* How did I test each component of the project (important)
* Discussion around the documentation process
* Discussion around maintainable code (links with testing and Test driven development)

Conclusion

* Around 7.5% of the overall report (introduction + conclusion should take up 15% of the report)
* Final Product Evaluation
  + How much does it do?
  + How good is it? (relative to what I set out to accomplish in my project contract?)
  + What hasn’t been implemented?
  + How would I extend the game if I had more time?
* Evaluation of approach
  + How was my experience approaching the project management using an agile methodology?
  + How was my experience approaching development using a Test Driven Development methodology (TDD)?
  + What did I learn by doing the project both academically and personally?
  + How would I approach the project if I started it again?
* Evaluation of tools used
  + Discussion around targeting the Web as a platform
  + Discussion around my use of React + TypeScript instead of other potential technologies
    - What went well
    - What could have been better
    - What didn’t I predict when choosing these technologies?
  + If I started again, would my choice of technology change?